

## Abstract

The invention relates to a system and method for controlling an audio spatialisation in real time, comprising:

- input means (50) for accessing an audio stream composed of a plurality of audio sources associated to audio tracks,
- constraint means (3) for receiving and processing constraints expressing rules for a spatialisation of the audio stream, and
- interface means (2) for entering spatialising commands to the constraint means.

10       The interface means (2) presents at least one user input for effecting a grouped spatialisation command, the command acting on a specified group of audio sources, and the constraint means (3) is programmed to process the group of audio sources as a unitary object for the application of the constraint variables.

15       The group of audio sources typically reflects an internal coherence with respect to the rules for spatialisation.

The interface means (2) can be adapted to display:

- at least one group icon (H) representing a grouped spatialisation command, the icon being positioned according to a topology reflecting a spatialisation and being displaceable by a user, and
- links between the icons expressing constraints to be applied between the group icons.

Figure 11